

# TIGAURIAN

"THE NEEDS OF OTHERS WEIGH ME DOWN, THE SOUND OF THEIR DAMN footsteps distracts me, and their childlike need for constant chatter and attention is infuriating. I do better on my own. I hunt smarter, I stalk quieter, I strike swifter. Most importantly though? Alone, I thrive, more than any tribe ever could."

— Aamir, Hunter of the High Forest

The tigurian are a proud and solitary race of nomadic and spiritual folk, with the top half of a humanoid and the lower half of a tiger. Much like centaurs, these creatures have six limbs, four legs and two arms. They are incredibly rare, but those that are around often manage to adapt to their environments over time. Tigaurian, much like the related hunting cats, have different breeds based on where their species is from, and what that species needed to adapt to have to survive.

## LONE AND NOMADIC

The tigurian are creatures that often spend the majority of their lives either alone, or in very small groups. The late spring through summer months are commonly referred to as the tigurian's mating season, and is one of the few times

when the more solitary of the race actively look for others of their kind, seeking to find partners so that their line can continue.

It is rare, but not entirely impossible that you may find small tribes or clans of tigurian that take their rather independent beliefs to a more broad scale, referring to the entire of their group as a singular unit. A groups of tigurian like this one, similar to groups of tigers, is referred to as an *ambush*.

## NATURAL PREDATORS

Hunters by nature, tigurian are predators in every sense of the word. Their natural instincts guide them at very young ages to want to fight, play fighting with their parents or kin, and developing rather sharp claws within days of being born. Tigaurian also, in tandem with their hunter like instincts, are carnivores. They gain very little benefit from, and in some cases become ill when consuming diets that are not primarily the flesh of men or animals.

Unlike in the more prominent or common forms of humanoid society, tigurian have very few issues with what would be referred to as cannibalism, and very rarely have moral quandaries with hunting the men that find themselves within their hunting grounds.







## TIGAURIAN TRAITS

Your tigaurian character has a variety of physical abilities due to its apex feline nature, and the solitary culture of the tigaurians themselves.

**Age.** The tigaurian race is long lived, and they need to be, given their infrequent breeding habits. The race matures rather quickly, and a young tigaurian is usually self sufficient by the time they are as young as 10 years old. They reach what would be considered adulthood around 20, and then proceed to live nearly as long as 200 years.

**Alignment.** Tigaurians are known for their chaotic nature, and this stereotype is not one born from nothing. Many tigaurians tend to fall into this alignment purely based on their tendency to rely on themselves, and not trust the words and leadership, and this includes the laws set, that are given by others. Especially those that live in human cities.

**Size.** Being half tiger, your size is Large. You weigh between 1400 to 2100 pounds. Your height ranges anywhere from 8 to 10 feet, because unlike other large races you are not that way because of your height, as much as you are considered large because of your large feline lower body.

**Speed.** Your base walking speed is 40 feet.

**Tiger's Claws.** The claws of your lower half are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**Feline Equinety.** You can be ridden by bipedal creatures as an intelligent mount, and you can't ride mounts yourself unless they are specially made or able to accommodate you.

**Playable Large Races:** This race uses the Large sized creature rules as they are described within the [Jotungard](#) homebrew compendium made by reddit user SwordMeow.

**Half Man.** Unlike most large sized creatures, your arms and upper body are medium sized, meaning you don't use large sized weapons and you lack proficiency in them. All other rules of large size still apply to you.

**Languages.** You can speak, read, and write Common and Sylvan. Tigaurians are rather deeply rooted historically to the Fey, and this carries true with their language.

**Subrace.** There are three more common breeds of tigaurian. Arctic Cat, Panthera, Sabretooth, Choose one of these subraces.

### ARCTIC CAT

Tigaurians that are native to more northern lands, higher mountains, colder climates, and in general more arctic conditions are known for thick fur and quick instincts. Their ability to navigate the white landscapes of the tundra are of a caliber few reach, and their ability to survive said tundra surpass that of nearly any other.

**Ability Score Improvement.** Your Constitution score increases by 1.



**Darkvision.** Accustomed to dark forests and hunting in the dead of night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Thick Fur.** You're naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*, and are immune to any negative effects caused by them. In addition to this, the harsh colds of both the harsh weathers of the north as well as your enemies doesn't seem to bother you, and because of all of this you are resistant to cold damage.

## PANTHERA

Your more common tigaurian. Panthera are your usual orange and black striped tigers, known to be in more forested or jungled areas, and are known for their agility and cunning.

**Ability Score Improvement.** Your Dexterity score increases by 1.

**Darkvision.** Accustomed to dark forests and hunting in the dead of night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Pounce.** If the tigaurian moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a Strength saving throw against a DC equal to 8 + your Strength modifier + your proficiency bonus, or be knocked prone. If the target is prone, the tiger can make one weapon attack against it as a bonus action.

## SABRETOOTH

Probably the most uncommon and most isolated of the tigaurian breeds, sabretooth tigaurian are low mountain or savanna prowling hunters, known for their bulk over the others of their kind. They are stronger and hardier, just by nature, and make use of their natural size better than any other of their kind.

**Ability Score Improvement.** Your Strength score increases by 1.

**Apex Build** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

**Pounce.** If the tigaurian moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a Strength saving throw against a DC equal to 8 + your Strength modifier + your proficiency bonus, or be knocked prone. If the target is prone, the tiger can make one weapon attack against it as a bonus action.

### Art Credits:

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# RACIAL FEATS

The following feats can be taken instead of an ability score improvement if your dungeon master allows the option feat rules from chapter 6 of the *Player's Handbook*.

## BEAST OF THE SNOW

**Prerequisites:** *Arctic Cat Tigaurian*

Your training and skill you've gained from fighting amidst falling snow and within harsh blizzards has made you an impossible to ignore threat within the same kind as well as similar concealment.

- You may increase either your Constitution or Wisdom scores by 1.
- When you hit a creature that you are lightly obscured from with a weapon attack, you may deal an additional 1d8 points of damage.

## NATURAL HUNTER

**Prerequisites:** *Panthera Tigaurian*

Very few creatures can outrun a tigaurian, but there are few that can. The panthera are known for their pursuit, and those who master the art of the hunt are nearly unescapable.

- You may increase either your Dexterity or Wisdom scores by 1.
- When a creature who you could see at the beginning of their turn ends their turn, you may use your reaction to move a distance up to your movement speed towards them. You are able to take nondirect paths, but must always end your movement closer to the target than before you started your movement.

## APEX PREDATOR

**Prerequisites:** *Sabretooth Tigaurian*

The sabretooth tigaurian are some of the most deadly. Their build and inherent ferocity are terrifying, and their brutality during a hunt is only rivaled by that of the mad.

- You may increase either your Strength or Constitution scores by 1.
- When a creature fails their saving throw against your *pounce* feature, the attack you make with your bonus action has advantage. If the attack was successfully made with advantage, and both of the rolls would hit, the attack is considered to be a critical hit.

